comparing said complementary abbreviated game bit string with said primary abbreviated game bit string to determine whether a match is present, and

an anchor signature including an encrypted version of a unique primary abbreviated anchor bit string computed from said anchor application;

(c) a third storage means for storing a second authentication program capable of determining the validity of said anchor application by,

computing a complementary abbreviated anchor bit string from said anchor application ,

decrypting said anchor signature to recover said primary abbreviated anchor bit string, and

comparing said complementary abbreviated anchor bit string with said primary abbreviated anchor bit string to determine whether a match is present; and

(d) processing means for enabling said first authentication program to determine the validity of said game data set and for enabling said second authentication program to determine the validity of said anchor application.

64. (New)   An electronic gaming system as recited in claim 63 further comprising a fourth storage means for storing basic input/output system (BIOS) code.

65. (New)   An electronic gaming system as recited in claim 64 wherein said fourth storage means is an unalterable ROM device.

66. (New)   An electronic gaming system as recited in claim 63 wherein said third storage means further stores operating system code, operating system drivers, and bootstrap code.

67. (New)   An electronic gaming system as recited in claim 63 wherein said first storage means and said second storage means comprise a single mass storage means.

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68. (New)   An electronic gaming system as recited in claim 63 wherein said first storage means is a mass storage memory device.

69. (New)   An electronic gaming system as recited in claim 63 wherein said third storage means is an unalterable read only memory.

70. (New)   An electronic gaming system as recited in claim 63 wherein said first storage means is a CD ROM.

71. (New)   An electronic gaming system as recited in claim 63 wherein said first storage means is a hard disk drive.

72. (New)   An electronic gaming system as recited in claim 63 wherein said first storage means comprises a network storage system which is remote from the electronic gaming system.

73. (New)   An electronic gaming system as recited in claim 63 wherein said second storage means comprises a network storage system which is remote from the electronic gaming system.

74. (New)   An electronic gaming system as recited in claim 63 wherein said game data set is a game-modifying data set for changing game rules parameters of the casino type game.

75. (New)   An electronic gaming system as recited in claim 74 wherein said game-modifying data set includes a money handler modifying data set for changing money handling parameters of the casino type game.